

Rules of Order for Electronic Group Decision Making A**Formalization Methodology (1998)** (Make Corrections) (2 citations)

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Collaboration between Human and Artificial Societies

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Abstract: This paper reports on an ongoing research project, consisting of formalizing rules of order for group decision making, and implementing them as a procedural component of automated mediation systems for group decision making. The component should ultimately assist a human mediator in maintaining order at electronic meetings, and in giving advice to the participants on their options, rights and obligations in the decision making process. A main requirement for the system is that order can be... [\(Update\)](#)

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... of dialogue games, regulating the use of argumentative speech acts and defining the outcome of a dispute [3, 5, 10, 1, 8, 14, 2] cf. also [16]. Although these contributions have been very valuable, further research is needed. Firstly, in the current models the judge's role, if...

...theory of argumentation and rules of encounter. Some work has been undertaken to develop computational versions of such rules, e.g. [15, 40], but the only dialogue game agent communications protocol known to us which has been shown formally to comply with explicit rules of...

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